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ace cub reportr



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ace cub reportr

02 June 2009 @ 10:35 pm

How not to die.

This came around the office email again (every four months, without fail, somebody else discovers it). I'm pretty sure it's an abbreviation/evolution of this classic piece of useful internet wisdom, adjusted for law enforcement use. (The bit about yelling "Fire!" is great advice. An appeal to the hearer's self-preservation instinct is never a bad thing.)

Handy things to know in a firefight.

- 1. In a combat situation, you are never adequately armed or adequately defended.
- 2. Or smart enough, or quick enough, or lucky enough.
- 3. You also never have enough ammunition.
- 4. Almost only counts with horseshoes, hand-grenades, and H-bombs.
- 5. Hesitation kills.
- 6. Making sure of your target is not hesitation.
- 7. If your shooting stance is good, you're not moving fast enough or using cover correctly.
- 8. Nothing is bullet proof. However, hard cover is better than soft cover, and any cover is better than no cover at all.
- 9. Bring a friend. Bring two, if you have them. Dead men ditch their backup.
- 10. Communicate.
- 11. Move. Specifically, move away. Erratically. If you can get behind the other guy, you've already won. But remember, he knows that too.
- 12. Your accuracy will suffer under stress.
- 13. After the second shot, you will lose count. Have another magazine handy.
- 14. Someday someone may kill you with your own gun, but they should have to beat you to death with it because it is empty.
- 15. Cheat to win. There are no rules.
- 16. Have a plan, and decide now that you have the gonads to go through with it--or to discard it when it fails.

17. Plans are cheap. Have two.

18. Practice in suboptimal conditions, one-handed, off-handed, in the dark and the rain. Be sure of your equipment. However, when you are actually involved in a gunfight, use both hands.

19. Forget everything you have seen on TV.

20. The faster you finish the fight, the less shot you will get.

21. It is better to be remorseful than to be room temperature.

22. You have nothing to prove. Spilled pride cleans up easier than spilled blood.

Current Mood: @okay

Current Music: Delerium - Wisdom

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<u>Qedschweppe</u> on June 3rd, 2009 03:31 am (UTC)

That whole "firefight" business was one of the main reasons I joined the Navy. Well, that and hot chow when deployed.

"Practice in suboptimal conditions" is especially wise, as is the addendum to use both hands when in the real deal.

(Reply) (Thread) (Link)

<u>ace_cub_reportr</u> on June 3rd, 2009 12:03 pm (UTC)

Hot... chow? How can this be?

Oh, right. You guys travel in giant floating kitchens.

(Reply) (Parent) (Thread) (Link)



edschweppe on June 4th, 2009 02:13 am (UTC)

Not just kitchens - we also have hot showers, laundry machines, video players, and other goodies. Plus the mission-critical stuff - sonar, torpedo tubes, periscopes, coffee makers. And, in my case, the nuclear reactor that powered it all.

Of course, I had to laugh when <u>a standuponit</u> complained that his apartment was as small as a submarine galley, because I **know** how big those things are nowadays. Hope things are going okay with him.

(Reply) (Parent) (Thread) (Link)

eljefe on June 3rd, 2009 02:54 pm (UTC)
Navy Rules of Gunfighting:

Adopt an aggressive off-shore posture Send the Marines Drink Coffee

Any branch that considers a 16" gun a counter-sniper weapon is ok by me. Even if they wear goofy pants.

(Reply) (Parent) (Thread) (Link)



edschweppe on June 4th, 2009 02:15 am (UTC)

You put "Drink Coffee" too low on the priority list. It's certainly more important than sending Marines. (Especially since the landing craft still have Navy crews...)

(Reply) (Parent) (Thread) (Link)

<u>Q calanthe_b</u> on June 3rd, 2009 03:57 am (UTC)

Or to put it even more succinctly, in the words of the armed forces: there are old soldiers [pilots/sailors], and there are bold soldiers [pilots/sailors], but there are no old, bold soldiers [pilots/sailors].

Which knowledge saved both my grandfather's and my father's lives, at different times.

(Reply) (Thread) (Link)

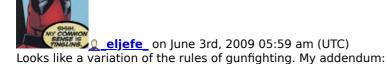


Qace cub reportr on June 3rd, 2009 12:07 pm (UTC)

(Reply) (Parent) (Thread) (Link)

<u>calanthe</u> on June 3rd, 2009 11:04 pm (UTC) It would certainly help.

(Reply) (Parent) (Thread) (Link)



Anything worth shooting is worth shooting twice. Ammo is cheap. Life is expensive.

If you are not shooting, you should be communicating, reloading and running.

Watch their hands. Hands kill. (In God we trust. Everyone else, keep your hands where I can see them.)

Be polite. Be professional. But... have a plan to kill everyone you meet.

Do not attend a gun fight with a handgun whose caliber does not start with a "4." (although nothing handheld is a reliable stopper.)

Finally, If you know a gunfight is going to happen, be somewhere else and call in an airstrike.

(Reply) (Thread) (Link)

<u>Q ace_cub_reportr</u> on June 3rd, 2009 11:55 am (UTC) Somebody didn't click the link!

My journalistic habit of thought suggests a lot of redundancy needs to be trimmed from what you quote above. But I suppose as a pedagogical tool a certain amount of inefficient repetition is acceptable.

(Reply) (Parent) (Thread) (Link)



Booty later <u>Q</u> eljefe on June 3rd, 2009 02:52 pm (UTC)

I admit to glancing at it briefly, then went to the original. After more study, I find it amusing that one of my brothers in arms posted in that thread. You might also note that the last one is my own.

And any training involves inefficient repetition. Tis the nature of the beast;)

(Reply) (Parent) (Thread) (Link)



<u>ace_cub_reportr</u> on June 3rd, 2009 02:58 pm (UTC)

Collectively: indeed.

(Reply) (Parent) (Thread) (Link)

<u>bunny</u> on June 3rd, 2009 06:14 am (UTC)

A lot of similarity to the Rules of Combat I heard way back when I was in the Army Reserve.

I'd just add:

Automatic weapons aren't.
Friendly fire isn't.
Incoming fire always has right of way.
Always work as a team, it gives the bugger someone else to shoot at.
Don't attract fire, it annoys your team-mates.

If they are in range, so are you.

And most importantly: A sucking chest wound is Nature's way of telling you to slow down.

As for "Anything worth shooting is worth shooting twice. Ammo is cheap. Life is expensive." I have to say double-tapping is the correct way to shoot. Single shots are for warnings or target shooting only.

(Reply) (Thread) (Link)

<u>ace cub reportr</u> on June 3rd, 2009 12:00 pm (UTC) Murphy's Laws of Combat. Also a classic.

...and you might as well get in the habit of double-tapping now.

(Reply) (Parent) (Thread) (Link)

(Deleted comment) (Deleted comment)



I HAVE THE DUMB. <u>Dunny m</u> on June 4th, 2009 05:53 am (UTC)

That's the advantage of military experience. Sergeants quickly remove any reluctance to get down in the cold, wet and just unpleasant what-the-hell-is-that?

Usually by explicitly mentioning the much more unpleasant things they'll do to you if you don't. =)

(Reply) (Parent) (Thread) (Link)

<u>nebula99</u> on June 3rd, 2009 07:26 pm (UTC)

22. You have nothing to prove. Spilled pride cleans up easier than spilled blood.

I hope I never have anything to do with a firefight, but I think this one works well as a general motto.

(Reply) (Thread) (Link)

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